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-- BcdMergeDefs.Mesa Edited by Sandman on March 23, 1978 10:18 AM

DIRECTORY
  BcdDefs: FROM "bcddefs",
  LoaderBcdUtilDefs: FROM "Loaderbcdutildefs",
  ControlDefs: FROM "ControlDefs",
  LoadStateDefs: FROM "loadstatedefs",
  SegmentDefs: FROM "segmentdefs",
  TableDefs: FROM "tabledefs";

DEFINITIONS FROM LoadStateDefs, LoaderBcdUtilDefs, BcdDefs;

BcdMergeDefs: DEFINITIONS = BEGIN

  GlobalFrameHandle: TYPE = ControlDefs.GlobalFrameHandle;

  MergeModule: PROCEDURE [frame, copied: GlobalFrameHandle, initialGFT: LoadStateGFT];

  MergeBcd: PROCEDURE [mergee: BcdBase, RealFromRel: Relocation, config: ConfigIndex,
    initialGFT: LoadStateGFT, code: BOOLEAN, bcdname: STRING];

  MergedBcdSize: PROCEDURE RETURNS [size: CARDINAL];

  WriteMergedBcd: PROCEDURE [movewords: PROCEDURE [POINTER, CARDINAL]];

  InitializeMerge: PROCEDURE [sizeoftable: CARDINAL, lastrealgfi: ControlDefs.GFTIndex];

  FinalizeMerge: PROCEDURE;

  MergeData: TYPE = RECORD [
    bcd: BcdBase,
    mtb, ftb, ctb, itb, etb, ntb, sgb: TableDefs.TableBase,
    ssb: BcdDefs.NameString,
    configOffset: CARDINAL,
    nextDummyGfi, nextGfi: GFTIndex,
    bcdFile: FTIndex,
    name: STRING,
    table: CARDINAL,
    expandedtable: BOOLEAN,
    tableSegment: SegmentDefs.FileSegmentHandle,
    tablePages: CARDINAL,
    header: BcdDefs.BCD];

  MergeDataHandle: TYPE = POINTER TO MergeData;

END.
```